SABA

VIDEOPLAY

SYSTEM FAIRCHILD

● Schach

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VIDEOCART
ENCODED PROGRAM©

"SUPERCHESS" INSTRUCTIONS

On the Channel F game console, there are four switches that are labeled 1, 2, 3 and 4. These switches in this explanation will be referred to as S1 through S4.

Initially, the screen will contain the title "Saba Schach." At this time, the game is waiting for you to select what mode it is to play with. S2 and S3 will allow you to select white or black pieces for you. S2 will select the white pieces and S3 will select the black pieces (the default is white pieces for the human opponent). After selecting the color of your pieces, you may now start the game immediately or you may select the "special" mode. S4 will start the game immediately and S1 will put the game into "special" mode. S1 is used to select a different play level than the default level 1, or to set up a special position. In the "speical" mode, you are allowed to move any piece to any square on the board. Also you may move an empty square to a square that contains a piece which will effectively remove that piece from the board. To leave the "special" mode, you must select a level (or grade) of play for the computer. To select a level of play, you move the cursor (the flashing square outline) to a column that matches the level of play. The columns are numbered 1-8 from left to right. The handcontroller must then be pushed straight down twice and then twisted. This in effect tells the game to move a square contents to itself. By putting the cursor on a square in the leftmost column and then selecting that square, you will select level 1 play and inform the game that you are through with the "special" mode setup. Play will then begin with whoever has the white pieces.

If you wish to go into the game with all of the default selections, you simply perform a "Reset" and then press S4. This will start the game with you playing white and the level of play set at 1 (the fastest grade of play).

There are a total of 8 levels of play strength that the game is capable of playing. They are progressively stronger with level 1 being the weakest and the fastest. Level 1 takes approximately 10-15 seconds per move. Each level will take 5-10 times longer than the preceeding level of play.

To actually make a move, you move the cursor to the square containing the piece you wish to move and press the handcontroller straight down. The cursor will then change color from red to green and the piece will start flashing. The cursor must then be moved to the square you wish to move the piece to and the handcontroller then pressed straight down again. The cursor will then turn red again, and will no longer respond to the hand-controller in the X/Y directions. To finalize the move and cause the game

to accept your move, you then twist the handcontroller in either direction. At any time during the move selection, you may reset the cursor to the beginning by "pulling up" on the handcontroller. This will cause the cursor to return to the piece initially selected and deselect that piece. You may then go through the entire selection process to select another move.

If you desire, for any reason, to let the computer make a move for you, simply move any square to itself. The game will then make a move for you and proceed to find a move of its own in response.

An additional feature is the randomality factor (R). Without some form of randomness, the game would respond with the same sequence of moves each game. However, the chess cartridge will allow you to select a randomness factor ranging from 1 to 4 any time the flashing cursor is on the screen. Simply press the corresponding numbered button on the console for the level of randomness that you wish (level 1 is none and level 4 is maximum randomness). The "R" factor may be changed any number of times during a game as long as the cursor is flashing on the screen.